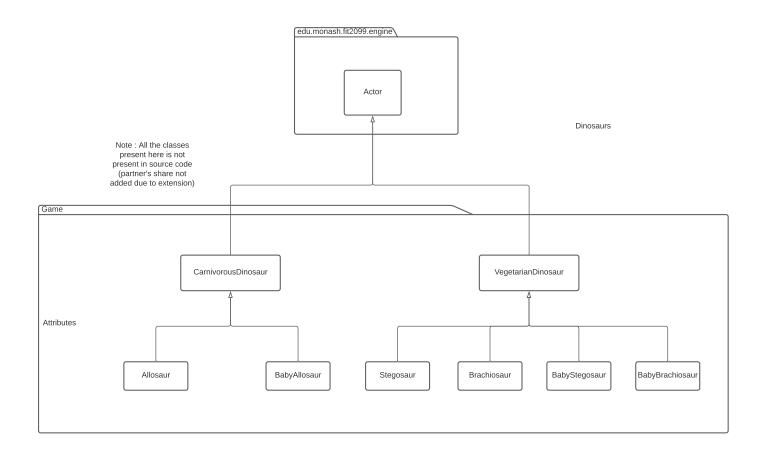
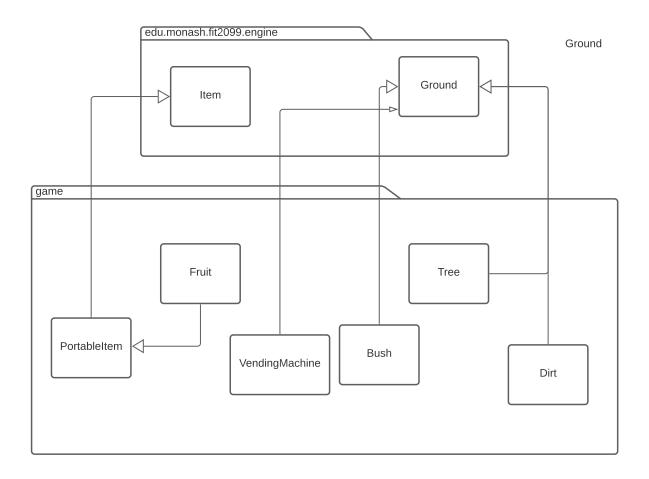
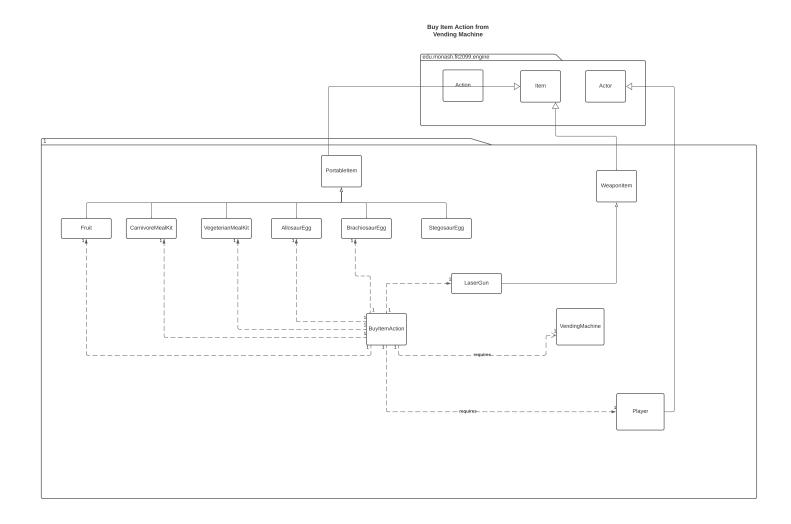
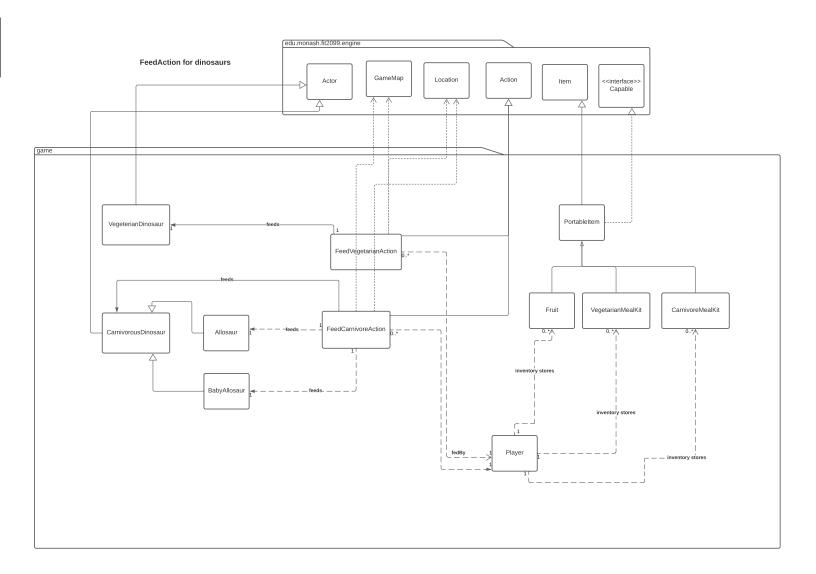
## Updated UML diagrams for assignment 2

Note : Only contains the updated diagrams of one member And diagrams that werent changed is on assignment 1 diagrams

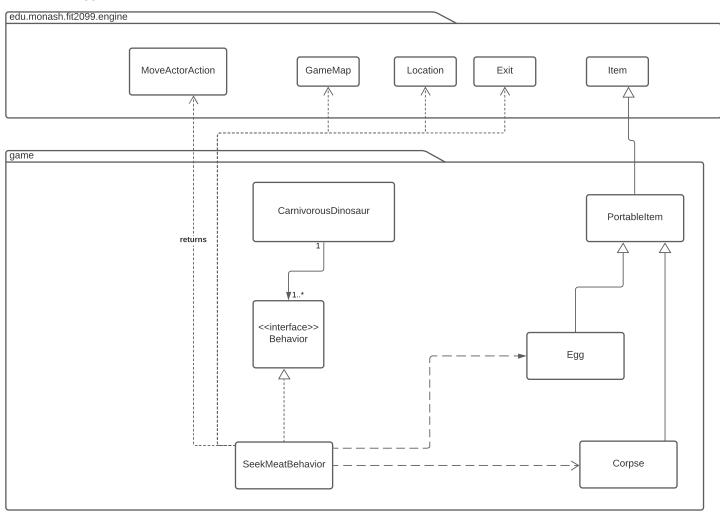


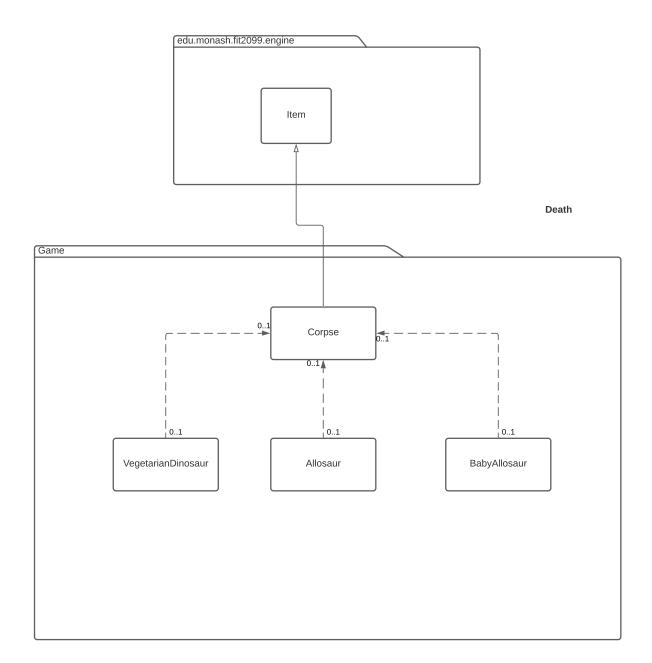




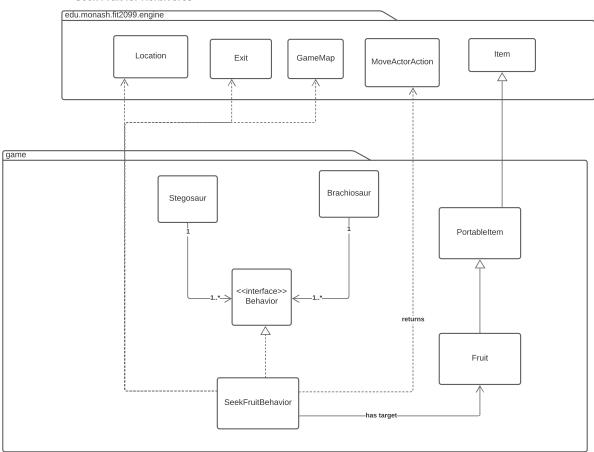


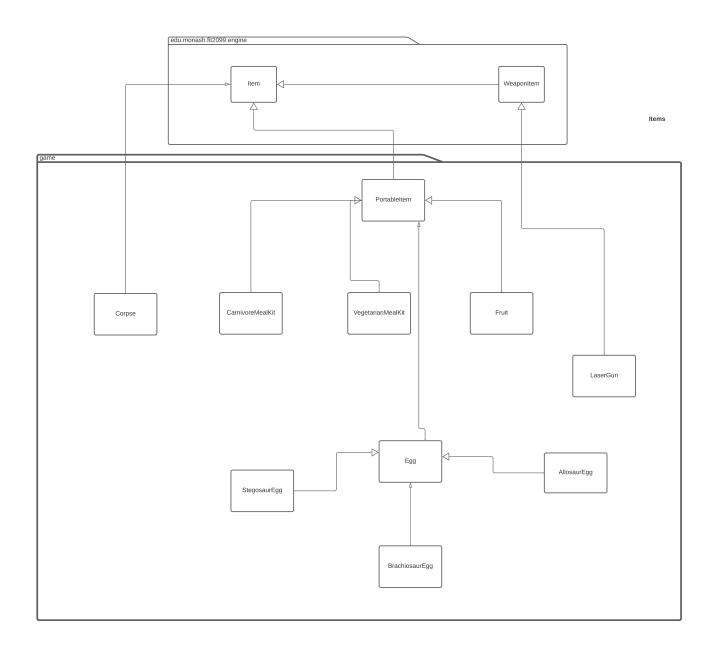
## Seek Meat/Egg for Carnivore





## Seek Fruit for Herbivores





## Note: vegetarianDinosaur is an instance variable o

Note:This sequence diagram is for the action of feeding a vegeterian dinosaur, and it would be identical to feeding Allosaurs as well, except instead of searching the inventory for fruits and vegeterian mealkits, we can search for carnivore meal kits.	į
execute(actor/Actor, map/GameMap)/String toString():String	
name + "tries to feeed"   stegasourName   + stegosaurName	
opt [if stegosaur.getHiPoints() >= stegosaur.getMaxHiIPoints()]	
stegasour is full message	
getinventory():List <item>  </item>	
[toop   getDisplayChar():char   getDisplayChar():char	
Alternatyle [Invertory.get(i).getDisplayChar = Y]   hasFruits:Boolean	
[inventory.get(i).getDisplayChar = ∀]	
Opt	
Alternative  [if option.equals("A")]   feedFruit() int	
success meessage + increased to amount (afterFeeding)	
[Else if option.equals("B")]    feedMealKit):int   afterFeeding	
success meessage + increased to amount (afterFeeding)	
opt [Else if hasFruits && thasVmKits]   feedFruit():int	
afterFeeding	
success meessage + increased to amount (afterFeeding)	
opt [Else if lhasFruits && hasVmKits]  feedFruit):int  afterFeeding	
success meessage + increased to amount (afterFeeding)	
No feedable items in [Else]	 
This block represents if (hasFruits &&	